COMPLETE LISTING OF CLAIMS

1-68. (canceled).

69.   (currently amended) A gaming device comprising:

   (A)   a housing;

   (B)   a plurality of mechanical reels located in the housing, the mechanical reels being rotatable about an axis, the mechanical reels being moveable in at least a first and a second manner, the mechanical reels being moveable independently of each other;

   (C)   a player input device coupled to the housing, the player input device in communication with a controller, the player input device being adapted to be activated by a player; and

   (D)   the controller in communication with the mechanical reels and the player input device, the controller enabling the player input device when no game is being played and disabling the player input device while a game is being played, the controller causing at least one of the mechanical reels to move in [[a]] the first manner when a game is played and to allow the player to cause at least one of the mechanical reels to move in [[a]] the second manner when the game is not being played without altering or producing a game outcome, the game outcome comprising a winning or losing outcome, and after the player has activated the player input device.

70.   (currently amended) The gaming device of claim 69 wherein the controller is configured to determine the game outcome, the game outcome comprising a winning or losing outcome, the player input device being enabled by the controller after an occurrence of a consecutive number of losing outcomes.

71.   (previously presented) The gaming device of claim 69 wherein the controller contains software that is operable to direct at least one of the mechanical reels to move in the second manner after the player activates the player input device.

72.   (previously presented) The gaming device of claim 70 wherein the number of losing outcomes is predetermined.

73.   (previously presented) The gaming device of claim 70 wherein the number of losing outcomes is randomly determined.

74.   (previously presented) The gaming device of claim 69 wherein the player input device causes at least one mechanical reel to move in the second manner.

75.   (previously presented) The gaming device of claim 69 further comprising a bonus game display having a moveable bonus indicator, the moveable bonus indicator moving in a first direction during game play, wherein activation of the player input device causes the bonus indicator to move in at least a second direction.

76.   (previously presented) The gaming device of claim 75, further comprising a second controller in communication with the controller.

77.   (previously presented) The gaming device of claim 69 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement in a second direction.

78.   (previously presented) The gaming device of claim 69 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

79.   (currently amended)   A gaming method comprising, but not necessarily in the order

shown:

(A)   providing a gaming device having a game display;

(B)   displaying a game utilizing a plurality of moveable objects, and moving the

moveable objects in a first manner during game play, wherein game play

comprises determining a game outcome comprising a winning or losing outcome;

(C)   ~~determining a game outcome, the game outcome comprising a winning or losing~~

~~outcome and~~ locating the moveable objects in a first position associated with the

game outcome;

(D)   determining a number of consecutive losing outcomes;

(E)   providing a player input device;

(F)   giving a player an opportunity to activate the player input device; and

(G)   moving the moveable objects in at least a second manner when the game is not

being played without altering or producing [[the]] any game outcome, and if the

player activates the player input device, movement of the moveable objects in the

first manner being different from movement of the moveable objects in the second

manner.

80.   (previously presented)   The method of claim 79 further comprising enabling the player

input device if the number of consecutive losing outcomes is at least a threshold number.

81.   (previously presented)   The method of claim 80 wherein the threshold number is

predetermined.

82.   (previously presented)   The method of claim 80 wherein the threshold number is

randomly determined.

83.   (previously presented) The method of claim 79, further comprising disabling the player

input device when a game is being played.

84.   (previously presented) The method of claim 79, further comprising disabling the player

input device if a predetermined time period elapses without activation of the player input

device.

85.   (previously presented) The method of claim 79, further comprising disabling the player

input device if a cash-out event occurs.

86.   (previously presented) The method of claim 79, further comprising determining a first

player identification and disabling the player input device if a second player identification

is determined.

87.   (previously presented) The method of claim 79 further comprising:

(A)   providing a bonus game, the bonus game comprising a moveable game element,

the moveable game element in communication with the controller, and moving

the moveable game element in a first manner during game play; and

(B)   moving the moveable game element in a second manner when the player activates

the player input device.

88.   (previously presented) The method of claim 79 wherein activation of the player input

device does not affect outcomes of any subsequently played games.

89.   (previously presented) The method of claim 79, further comprising returning the

moveable objects to the first position the moveable objects were in prior to activation of

the player input device.

90.   (previously presented) The method of claim 79 wherein the first manner of movement

comprises movement in a first direction and the second manner of movement comprises

movement in a second direction.

91.   (previously presented) The method of claim 79 wherein the first manner of movement

        comprises movement at a first speed and the second manner of movement comprises

        movement at a second speed.

92. (currently amended) A gaming method comprising, but not all necessarily in the order shown:

    (A) providing a gaming device having a game display and a player input device;

    (B) playing a plurality of games comprising

        (a) accepting a wager;

        (b) presenting a game, the game display comprising a plurality of moveable objects, the moveable objects being moved in a first manner during game play, wherein game play comprises determining a game outcome comprising a winning or losing outcome; and

        (c) ~~determining a game outcome, the game outcome comprising a winning or losing outcome and~~ locating the moveable objects in a first position associated with the game outcome;

    (C) determining a number of consecutive losing outcomes; and

    (D) moving the moveable objects in at least a second manner without altering or producing [[the]] any game outcome, if a number of consecutive outcomes of a same type is at least a threshold number and if the game is not being played, wherein step D occurs after step B(b).

93. (previously presented) The method of claim 92 wherein the threshold number is predetermined.

94. (previously presented) The method of claim 92 wherein the threshold number is randomly determined.

95. (previously presented) The method of claim 92, further comprising disabling the player input device when a game is played.

96.   (previously presented) The method of claim 92, further comprising disabling the player input device if a predetermined time period elapses without activation of the player input device.

97.   (previously presented) The method of claim 92, further comprising disabling the player input device if a cash-out event occurs.

98.   (previously presented) The method of claim 92, further comprising recording a first player identification and disabling the player input device if a second player identification is recorded.

99.   (previously presented) The method of claim 92 wherein each movable object has at least one of a plurality of indicia mounted thereon.

100.   (previously presented) The method of claim 92 further comprising moving the moveable objects to the first position they were in prior to activation of the player input device.

101.   (previously presented) The method of claim 92 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement in a second direction.

102.   (previously presented) The method of claim 92 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

103.   (previously presented) The method of claim 92, further comprising:

(A)   providing a bonus game having a moveable game element, and moving the game element in a first manner during game play; and

(B)   moving the game element in a second manner when a player activates the player input device.

104.   (previously presented)   The method of claim 92 wherein activation of the player input

device does not affect outcomes of any subsequently played games.

105.   (previously presented)   The method of claim 92 wherein the number of consecutive

outcomes of the same type comprises a threshold number of consecutive losing

outcomes.

106.   (currently amended) A gaming device comprising:

    (A)   at least one housing;

    (B)   a moveable game element attached to the housing, the moveable game element being moveable in at least a first and second manner; and

    (C)   a controller in communication with the moveable game element, the controller being adapted to move the moveable game element in the first and second manner, the controller determining a game outcome, the game outcome comprising a winning or losing outcome, the controller causing the moveable game element to move in the first manner when a game is played and to move in the second manner without altering or producing [[the]] any game outcome when the game is not being played and after the controller determines a number of consecutive outcomes of a same type.

107.   (previously presented) The gaming device of claim 106 further comprising a video display attached to the housing, the moveable game element appearing as an image on the video display.

108.   (previously presented) The gaming device of claim 107 wherein the moveable game element comprises an image of a spinning reel comprising a plurality of indicia, the reel being spinnable about a horizontal rotational axis.

109.   (previously presented) The gaming device of claim 106 wherein the first manner of movement comprises movement in a first direction and the second manner of movement comprises movement in a second direction.

110.   (previously presented) The gaming device of claim 106 wherein the first manner of movement comprises movement at a first speed and the second manner of movement comprises movement at a second speed.

111.   (previously presented) The gaming device of claim 106 further comprising a bonus game display having a moveable bonus indicator that is adapted to move in a first direction during game play and to move in at least a second direction when the controller directs the moveable game element to move in the second manner.

112.   (previously presented) The gaming device of claim 106 further comprising a player input device in communication with the controller, wherein the controller enables the player input device after the controller determines a number of losing outcomes.

113.   (previously presented)   The gaming device of claim 106 wherein the number of consecutive outcomes of the same type comprises a threshold number of losing outcomes.

114.   (previously presented)   The gaming device of claim 106 wherein the number of consecutive outcomes of the same type comprises a threshold number of winning outcomes.

115.   (currently amended) A gaming device comprising:

   (A)   housing means for holding game components;

   (B)   display means mounted in the housing means for displaying a game, the game comprising a moveable indicating means for displaying game indicia, the moveable indicating means moveable in at least a first and a second manner;

   (C)   controller means in communication with the display means, the controller means determining a game outcome, controlling the display means, and determining a number of losing outcomes, wherein the game outcome comprises a winning or losing outcome;

   (D)   means for moving the display means in a first manner during game play; and

   (E)   means for moving the display means in a second manner without altering or producing [[the]] any game outcome after the controller determines a threshold number of consecutive losing outcomes.

116.   (previously presented) The gaming device of claim 115 further comprising a player input means, the controller means enabling the player input means after the controller means determines a threshold number of consecutive losing outcomes.

117.   (previously presented) The gaming device of claim 116 further comprising a movable bonus indicating means for indicating a bonus game outcome, the bonus indicating means in communication with the controller means, the bonus indicating means moveable in at least a first and second manner, the bonus indicating means moving in the first manner during game play and moving in the second manner when the player input means is activated.

118. (previously presented)   The gaming device of claim 115 wherein the first manner of

movement comprises movement in a first direction and the second manner of movement

comprises movement in a second direction.

119. (previously presented)   The gaming device of claim 115 wherein the first manner of

movement comprises movement at a first speed and the second manner of movement

comprises movement at a second speed.

120. (previously presented) A gaming method comprising:

    (A)   providing a gaming device, the gaming device comprising a plurality of moveable objects;

    (B)   playing a game on the gaming device comprising:

        (a)   placing a wager; and

        (b)   moving the moveable objects, the moveable objects being located in a first position after the game is played;

    (C)   allowing a player to move the moveable objects after the game is played and while no game is being played; and

    (D)   returning the moveable objects to the first position prior to starting another game.

121. (currently amended) A gaming method comprising, but not necessarily in order shown:

    (A)   providing a gaming device having a game display;

    (B)   displaying a game utilizing a plurality of moveable objects comprising moving the moveable objects in a first manner during game play;

    (C)   determining a game outcome, the game outcome comprising a winning or losing outcome and locating the moveable objects in a first position;

    (D)   determining a number of consecutive losing outcomes;

    (E)   providing a player input device;

    (F)   giving a player an opportunity to activate the player input device;

    (G)   moving the moveable objects in at least a second manner when the game is not being played and if the player activates the player input device, movement of the moveable objects in the first manner being different from movement of the moveable objects in the second manner, wherein step G occurs after steps B and F; and

    (H)   returning the moveable objects to the first position that the moveable objects were in prior to activation of the player input device.

122.   (currently amended) A gaming method comprising, but not all necessarily in order shown:

    (A)   providing a gaming device having a game display and a player input device;

    (B)   playing a plurality of games comprising:

        (a)   accepting a wager;

        (b)   presenting a game, the game display comprising a plurality of moveable objects;

        (c)   moving the moveable objects in a first manner during game play; and

        (d)   determining a game outcome, the game outcome comprising a winning or losing outcome and locating the moveable objects in a first position;

    (C)   determining a number of consecutive losing outcomes;

    (D)   moving the moveable objects in at least a second manner if a number of consecutive outcomes of a same type is at least a threshold number and if the game is not being played, wherein step D occurs after step B(c); and

    (E)   moving the moveable objects to the first position they were in prior to activation of the player input device.